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1 [On randomization in sequential and distributed algorithms](#)


80%

 Rajiv Gupta , Scott A. Smolka , Shaji Bhaskar
ACM Computing Surveys (CSUR) March 1994
Volume 26 Issue 1

Probabilistic, or randomized, algorithms are fast becoming as commonplace as conventional deterministic algorithms. This survey presents five techniques that have been widely used in the design of randomized algorithms. These techniques are illustrated using 12 randomized algorithms—both sequential and distributed—that span a wide range of applications, including primality testing (a classical problem in number theory), interactive probabilistic proofs ...


2 [Noncommand user interfaces](#)

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 Jakob Nielsen
Communications of the ACM April 1993
Volume 36 Issue 4

3 [The impact of information systems on organizations and markets](#)


77%

 Vijay Gurbaxani , Seungjin Whang
Communications of the ACM January 1991
Volume 34 Issue 1


The adoption of information technology (IT) in organizations has been growing at a rapid pace. The use of the technology has evolved from the automation of structured processes to

systems that are truly revolutionary in that they introduce change into fundamental business procedures. Indeed, it is believed that "More than being helped by computers, companies will live by them, shaping strategy and structure to fit new information technology [25]." While the importance of the rel ...


- 4** Disk arm movement in anticipation of future requests

 Richard P. King
ACM Transactions on Computer Systems (TOCS) August 1990
 Volume 8 Issue 3
 When a disk drive's access arm is idle, it may not be at the ideal location. In anticipation of future requests, movement to some other location may be advantageous. The effectiveness of anticipatory disk arm movement is explored. Various operating conditions are considered, and the reduction in seek distances and request response times is determined for them. Suppose that successive requests are independent and uniformly distributed. By bringing the arm to the middle of its range of motion ...


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- 5** Routing and forwarding: Ad hoc-VCG: a truthful and cost-efficient routing protocol for mobile ad hoc networks with selfish agents

 Luzi Anderegg , Stephan Eidenbenz
Proceedings of the 9th annual international conference on Mobile computing and networking September 2003
 We introduce a game-theoretic setting for routing in a mobile ad hoc network that consists of greedy, selfish agents who accept payments for forwarding data for other agents if the payments cover their individual costs incurred by forwarding data. In this setting, we propose Ad hoc-VCG, a reactive routing protocol that achieves the design objectives of truthfulness (i.e., it is in the agents' best interest to reveal their true costs for forwarding data) and cost-efficiency (i.e., it guarantees t ...


77%
- 6** Mixed reality hypermedia: The ambient wood journals: replaying the experience

 Mark J. Weal , Danius T. Michaelides , Mark K. Thompson , David C. DeRoure
Proceedings of the fourteenth ACM conference on Hypertext and hypermedia August 2003
 The Ambient Wood project aims to facilitate a learning experience using an adaptive infrastructure in an outdoor environment. This involves sensor technology, virtual world orchestration, and a wide range of devices ranging from hand-held computers to speakers hidden in trees. Whilst performing user trials of the Wood, the activities of children participating in the experiments were recorded in detailed log files. An aim of the project has been to replay these log files using adaptive hypermedia ...

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- 7** Special feature: Report on a working session on security in wireless ad hoc networks

 Levente Buttyán , Jean-Pierre Hubaux
ACM SIGMOBILE Mobile Computing and Communications Review January 2003
 Volume 7 Issue 1

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- 8** Simulation: Selection of information types based on personal utility: a testbed for traffic information markets

 Franziska Klügl , Ana L. C. Bazzan , Joachim Wahle

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Proceedings of the second international joint conference on Autonomous agents and multiagent systems July 2003

Traffic is an interesting research area for multi-agent systems, as the inter-dependence of actions leads to a high frequency of implicit coordination decisions among agents. The present work investigates the simulation of a market for traffic information. This market is implemented as a traffic centre where some measurements of the traffic conditions are evaluated. Simulated data generates information which is "sold" to drivers. Different levels of data aggregation, at different costs, are available ...

9 Machine organization for multiprogramming

77%

**Peter Wegner****Proceedings of the 1967 22nd national conference January 1967**

This paper is intended as an introduction to some of the basic concepts of multiprogramming for readers who wish to study the more specialized literature in this field. It attempts to develop a framework for the discussion of multiprogramming which motivates the forms of machine organization used in current multiprogramming systems. The key requirement in multiprogramming systems is that information structures be represented in a hardware-independent form until the moment of execution, rather ...

10 Fast detection of communication patterns in distributed executions

77%

**Thomas Kunz , Michiel F. H. Seuren****Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research November 1997**

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial communication ...

11 Agent-based service composition through simultaneous negotiation in forward and reverse auctions

77%

**Chris Preist , Claudio Bartolini , Andrew Bye****Proceedings of the 4th ACM conference on Electronic commerce June 2003**

Service composition is the act of taking several component products or services, and bundling them together to meet the needs of a given customer. In the future, service composition will play an increasingly important role in e-commerce, and automation will be desirable to improve speed and efficiency of customer response. In this paper, we consider a service composition agent that both buys components and sells services through auctions. It buys component services by participating in many English ...

12 The device model of interaction

77%

**Ed Anson****Proceedings of the 9th annual conference on Computer graphics and interactive techniques July 1982**

Any interactive system can be described in terms of the devices it involves, and their interconnections. Similarly, each device can be described in terms of simpler devices and their interconnections. Such descriptions are strictly modular, and well structured. This observation

allows any system to be described, at all levels, by the same language. Such descriptions have intuitive appeal for hardware as well as software components, and for process control applications as well as ...

13 A game experience in every application: Game-like navigation and responsiveness in non-game 77%

4 applications

Michael Tsang , George Fitzmaurice , Gord Kurtenbach , Azam Khan

Communications of the ACM July 2003

Volume 46 Issue 7

Real-time response and interactive narrative provide a game-like experience in two systems: Boom Chameleon for evaluating virtual models and StyleCam for developing online product marketing and advertising.

14 Personal trusted devices for web services: revisiting multilevel security 77%

4 Edgar Weippl , Wolfgang Essmayr

Mobile Networks and Applications April 2003

Volume 8 Issue 2

In this paper we revisit the concept of mandatory access control and investigate its potential with personal digital assistants (PDA). Only if applications are clearly separated and Trojans cannot leak personal information can these PDAs become personal trusted devices. Limited processing power and memory can be overcome by using Web services instead of full-fledged applications - a trend also in non-mobile computing. Web services, however, introduce additional security risks, some of them speci ...

15 People at leisure: social mixed reality: Where on-line meets on the streets: experiences with 77%

4 mobile mixed reality games

Martin Flintham , Steve Benford , Rob Anastasi , Terry Hemmings , Andy Crabtree , Chris Greenhalgh , Nick Tandavanitj , Matt Adams , Ju Row-Farr

Proceedings of the conference on Human factors in computing systems April 2003

We describe two games in which online participants collaborated with mobile participants on the city streets. In the first, the players were online and professional performers were on the streets. The second reversed this relationship. Analysis of these experiences yields new insights into the nature of context. We show how context is more socially than technically constructed. We show how players exploited (and resolved conflicts between) multiple indications of context including GPS, GPS error ...

16 Risks to the public: Risks to the public in computers and related systems 77%

4 Peter G. Neumann

ACM SIGSOFT Software Engineering Notes May 2002

Volume 27 Issue 3

17 Overlay networks: Informed content delivery across adaptive overlay networks 77%

4 John Byers , Jeffrey Considine , Michael Mitzenmacher , Stanislav Rost

Proceedings of the 2002 conference on Applications, technologies, architectures, and protocols for computer communications August 2002

Overlay networks have emerged as a powerful and highly flexible method for delivering content. We study how to optimize throughput of large transfers across richly connected,

adaptive overlay networks, focusing on the potential of collaborative transfers between peers to supplement ongoing downloads. First, we make the case for an erasure-resilient encoding of the content. Using the digital fountain encoding approach, end-hosts can efficiently reconstruct the original content of size n from a ...

18 Large-scale concurrent computing in artificial intelligence research

77%



L. Gasser

Proceedings of the third conference on Hypercube concurrent computers and applications - Volume 2 January 1989

Research in AI is slowly maturing, and body of accepted techniques for reasoning and for representing knowledge in simple, circumscribed domains now exists. But with the maturity of AI has come a growing awareness of the severe limitations of current techniques for constructing more complex problem solving or interpretation systems. We currently have inadequate means to gather, represent, store, organize, access, and manipulate the huge collections of knowledge required for complex ...

19 Sifting out the mud: low level C++ code reuse

77%



Bjorn De Sutter , Bruno De Bus , Koen De Bosschere

ACM SIGPLAN Notices , Proceedings of the 17th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications November 2002
Volume 37 Issue 11

More and more computers are being incorporated in devices where the available amount of memory is limited. This contrasts with the increasing need for additional functionality and the need for rapid application development. While object-oriented programming languages, providing mechanisms such as inheritance and templates, allow fast development of complex applications, they have a detrimental effect on program size. This paper introduces new techniques to reuse the code of whole procedures at t ...

20 Papers: managing user interaction: StyleCam: interactive stylized 3D navigation using integrated spatial & temporal controls

77%



Nicholas Burtnyk , Azam Khan , George Fitzmaurice , Ravin Balakrishnan , Gordon Kurtenbach

Proceedings of the 15th annual ACM symposium on User interface software and technology October 2002

This paper describes StyleCam, an approach for authoring 3D viewing experiences that incorporate stylistic elements that are not available in typical 3D viewers. A key aspect of StyleCam is that it allows the author to significantly tailor what the user sees and when they see it. The resulting viewing experience can approach the visual richness and pacing of highly authored visual content such as television commercials or feature films. At the same time, StyleCam allows for a satisfying level of ...

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